SAN FRANCISCO RUSH

EXTREME RACING

INSTRUCTION BOOKLET

MIDWAY

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EmuMovies

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

NINTENDO.64

MIDWAY

Warnings

MIDWAY CUSTOMER SUPPORT
903 874-5092
10:00am - 6:30pm / Central Time
Monday - Friday

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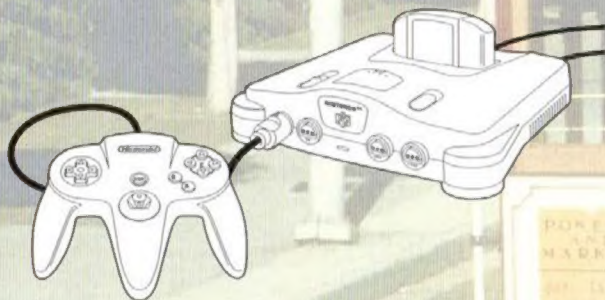
WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Turn the power **OFF** on your N64™.

Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.

Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.

DELETE CONTROLLER PAK MENU

Press and hold the **START** Button upon powering up or a reset to access the Delete Controller Pak Menu. This will allow you to view and delete saved information from an N64 Controller Pak.

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.
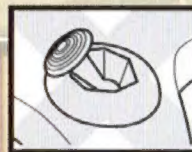
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

Before you begin your game, familiarize yourself with the controls.

L Button
R Button
Left C Button
Top C Button
Right C Button
Control Pad
Bottom C Button
Start Button
A Button
Z Button (Underneath)
Control Stick
B Button

Switch View
Shift Up
Abort
Start/Pause
Reverse
Shift Down (Z Button Underneath)
Brake
Accelerate
Steering (Left or Right)

MENU SELECTIONS

- Press **Up** or **Down** on the Control Pad to highlight menu items.
- Press **Left** or **Right** on the Control Pad to cycle options.
- Press the **A Button** to select an option.
- Press the **B Button** to go back to the previous menu.

QUICK START

From any demo screen, continually press **START** to quickly hit the track. Using this process, you'll race with the Beginner Car on Track One.
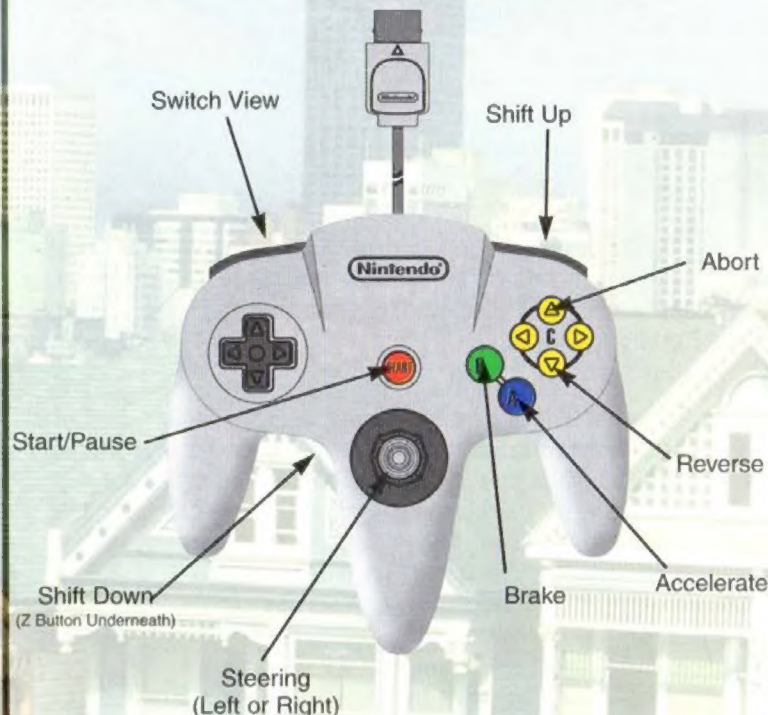
You can modify your controller any way you like (see **CONFIGURE CONTROLS**, pg. 10).

Press **START** at any time during the Title Screen and Demo to view the Main Menu. It displays several options to get you ready for the challenging tracks of San Francisco Rush.

ONE RACE

The One Race option allows you to pick any car and track for a nice, fast Sunday drive in the city. Select this option to view the Select Player Screen (see **PLAYER SELECT**, pg. 20).

CIRCUIT

Race the 24 track circuit of San Francisco Rush. You can use a Controller Pak or the game's Passcode (see **PASSCODES**, pg. 21) capability to save your circuit race information over a period of time. You'll race 24 tracks, accumulating points toward the Circuit Championship. Many options are preset and cannot be changed during your circuit race. Display and Rumble Pak may be changed at anytime (see **Setup Options**, next page). You can also setup your circuit race for two players. Both players race on every circuit track together. When you select this option, you'll go to the Select Player Screen (see **PLAYER SELECT**, pg. 20).

PRACTICE

Select any car and any track to practice your driving skills. You'll be all alone with practically no time or lap limits. Practice will help prepare you for the San Francisco Rush Circuit, and you can spend some time looking for Shortcuts. When selected, you'll go to the Select Player Screen (see **PLAYER SELECT**, pg. 20).

RECORDS

Check out the current record times and personal statistics for each track (see **Records**, pg. 27). Hopefully, your name will one day fill the screen in every category!

SETUP

San Francisco Rush has several options to set up each race the way you want. Highlight Options, then press the Control Pad Left or Right to toggle **Game** and **Display** Options. To make changes, press the **Control Pad Up** or **Down** to highlight an option, then press **Left** or **Right** to cycle through the choices.

LAPS

Set the number of laps for each race from **1** to **8** laps. As a beginner, you may want the maximum amount of laps to give yourself time to catch up if you find yourself in the back of the pack.

DRONES

You can select the number of competing drones for each race. Select from **0** to **7** drones to race against.

BACKWARD

Select this option to reverse the direction you drive on each track. You'll drive in the opposite direction to the game's default track setting.

MIRROR

When selected, the Mirror option will change the tracks to a mirror image of the game's default track setting. Right turns become left, and left turns become right turns, so don't be fooled by the change in the terrain.

FOG

Make changes to increase or decrease your visibility on the tracks. Set Fog to **Light**, **Moderate**, **Heavy** or **Extreme**. Once you become familiar with the tracks, try adding more fog to increase the challenge.

WIND

Due to the increased "air time" in San Francisco Rush, an option is available to add some ease or difficulty to jumping high in the air. Set the game's Wind setting to **None**, **Light**, **Moderate**, **Heavy** or **Extreme**. Landing will be more of a challenge as the wind increases.

DIFFICULTY

The higher you set the Difficulty, the more competition you'll get from the drone cars. If things are getting too easy for you out there, set the Difficulty to a higher setting. The settings are **Very Easy**, **Medium**, **Hard**, **Very Hard** and **Extreme**.

HANDICAP

The Handicap settings allow players to catch up to other players a bit easier when they fall behind in the race. To catch fast drones, set the game's difficulty settings to an easier setting. Use the **Full** setting to experience more competition during the race. When set to **None**, it's every man (or woman!) for themselves!

DEATHS

The game's default Death setting is **OFF**. This means when you crash, you'll receive a fresh car to continue the race. When Death is set to **ON**, the race is over when you crash, and you'll automatically come in last.

RUMBLE PAK

With a Rumble Pak inserted into your controller, you can select **Sensitive** to feel the sensation of your car's tires skidding around turns as well as any collisions or bumps. Set this option to **Insensitive** to feel only the jolt when you make contact with other cars, or when you hit the ground hard following a jump.

Make changes to the game's various displays on your game screen. To turn the following options **ON** or **OFF**, highlight the option, then press the **Control Pad Left** or **Right**.

TRACK MAP

Default is **ON**. Turning this option **OFF** will increase the challenge, especially on maps you haven't become familiar with.

RADAR

Default is **ON**. If you don't care who's behind you, turn it **OFF**.

TIME ELAPSED

Default is **ON**. If turned **OFF**, you won't know how long you've been racing. But as long as you win, who cares?

TIME REMAINING

Default is **ON**. If you turn this option **OFF**, you'll still be warned if you're running out of time. Listen for chimes.

TACHOMETER

Default is **ON**. If you can listen to the engine and know your RPM anyway, try turning this option **OFF**.

SPEEDOMETER

Default is **ON**. Most racers like to know how fast they're going, but if you don't, turn this option **OFF**.

PLACE

Default is **ON**. Don't care what place you're in? Turn it **OFF**.

GEARSHIFT

Default is **ON**. This option won't appear if you have an Automatic transmission, but you can turn it **OFF**.

METRIC

Default is **OFF**. Turn on to view speed in Kilometers per hour.

LANGUAGE

Select the language you want information displayed in.

Everyone has their own preferences when it comes to driving, so San Francisco Rush lets you modify your default settings the way you want. Here's how:

Press the **Control Pad Up** or **Down** to highlight the control you want to change, then press **Left** or **Right** to cycle through the available buttons for that function.

When you select a button that is being used for another function, a red marker will appear. When this happens, you'll need to repeat this process to change the duplicate button to an available button. **Otherwise, you cannot leave this screen**.

To return to the default control settings, press the **L** and **R Button** simultaneously. When you've finished making changes, press the **B Button** to return to the Setup Menu.

San Francisco Rush includes six selectable tracks. In One Race and Practice modes, you can select any track at the Select Track Screen. Press the **Control Pad Left** or **Right** to cycle through the available tracks.

If you're playing in Circuit mode, the tracks will be selected for you. Because you're racing in an organized Circuit, you'll experience different tracks to race on. The tracks are created from the original 6 tracks, using the Backwards and Mirror settings.

Although the original six tracks are used to create the remaining 18 tracks, you'll be traveling at such high speed, you'll have a tough time recognizing the terrain as familiar ground.

After you select your track, you'll go to the Select Car Screen (see **CAR SELECTION**, pg. 22).

For more information on the tracks created for San Francisco Rush, see **THE TRACKS**, pg. 14-19.

Seal Rocks

Zoo

Golden Gate Park

Legion of Honor

Harding Park

Sutro Tower

Haight Asbury

Presidio

Golden Gate Bridge

Twin Peaks

Marina Park

Alcatraz

Pacific Heights

Mission District

Chinatown

Coit Tower

Yerba Buena Gardens

Transamerica

Embarcadero Center

280

101

101

280

80

U.S. Naval Reservation

China Basin Water Channel

Bay Bridge

	Track 1		Track 4
	Track 2		Track 5
	Track 3		Track 6
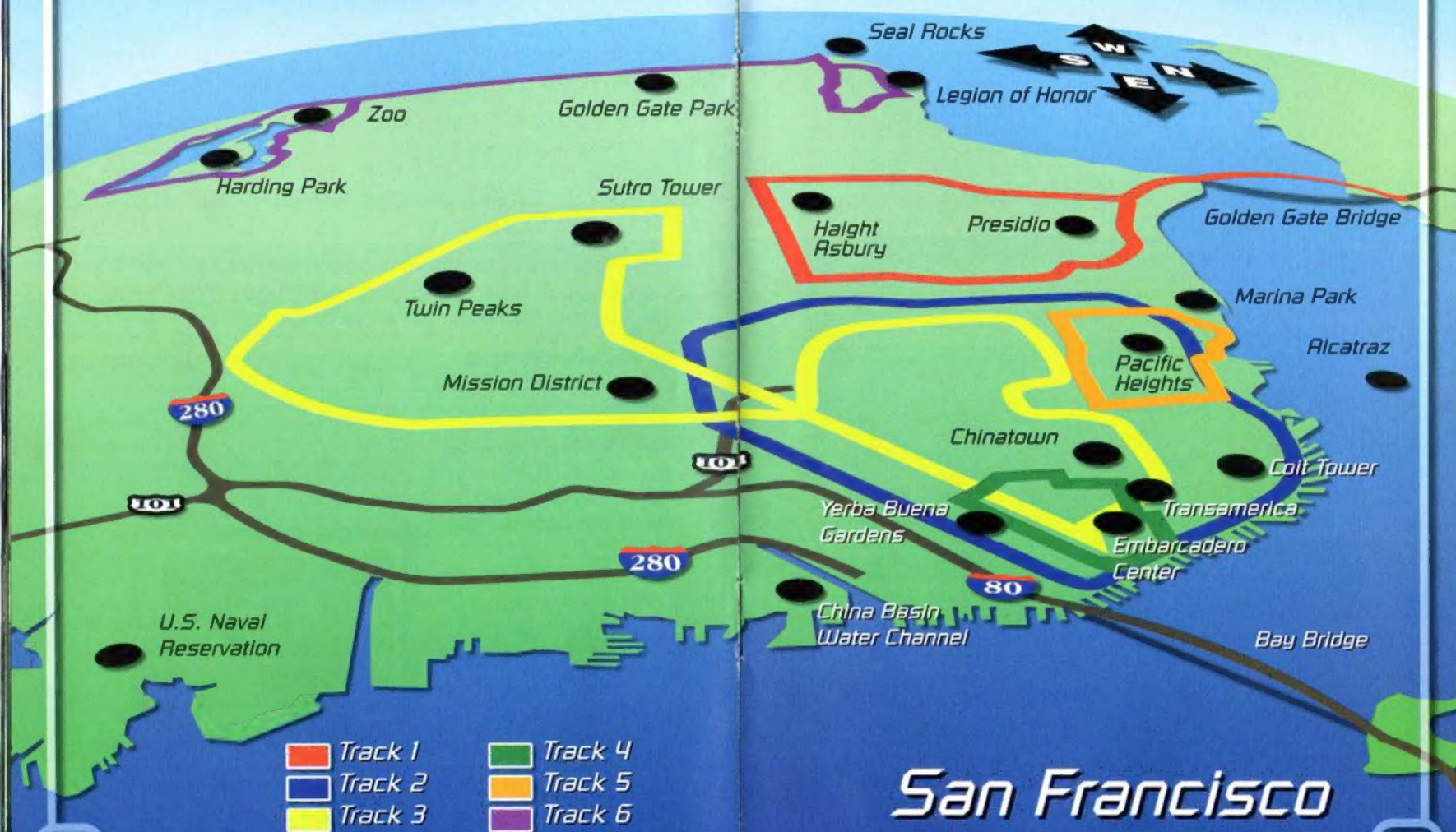
San Francisco

Track 1

A	San Francisco Bay	H	Conservatory of Flowers
B	Palace of Fine Arts	I	Pacific Ocean
C	MacArthur Tunnel	J	Presidio
D	Haight St.	K	Fort Point
E	Haight Asbury	L	Golden Gate Bridge
F	Highway 1	M	Marin Headlands
G	Golden Gate Park	N	Tollgate

Track 2

A	The Embarcadero	G	Marina Green (Crissy Field)
B	Highway 80	H	Fisherman's Wharf
C	Trans-America Building	I	Pier 39
D	City Hall	J	Coit Tower
E	Opera House	K	San Francisco Bay
F	Palace of Fine Arts		

Track 3
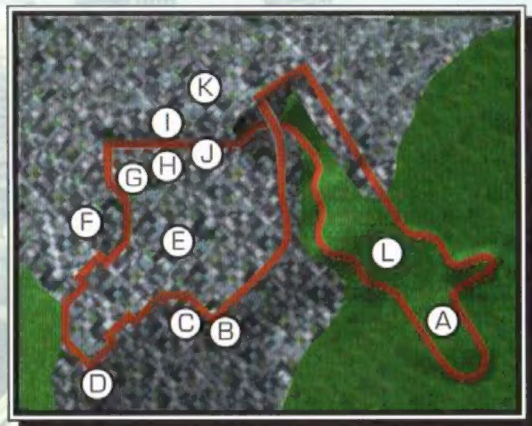
A	Sutro Tower	G	Bank of America Building
B	Dragon's Gate	H	Trans-America Pyramid
C	Chinatown	I	Financial District
D	Lombard Street	J	Market Street
E	Nob Hill	K	The Castro
F	Coit Tower	L	Twin Peaks

Track 4

A	San Francisco Bay	H	Bank of America Building
B	Mission Street	I	Trans-America Pyramid
C	Museum of Modern Art	J	Embarcadero Plaza Park
D	Center for the Arts	K	Embarcadero Center
E	Yerba Buena Gardens	L	Ferry Building
F	Stockton Street Tunnel	M	BART (Bay Area Rapid Transit) Tube
G	Alamo Square		

Track 5
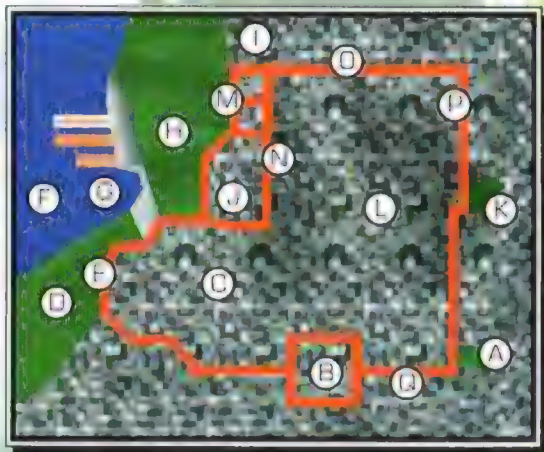
A	.....Alta Plaza Park	J	......Funston Recreation Center
B	.....Normandy Terrace	K	.....Lafayette Park
C	.....Marina District	L	......Pacific Heights
D	.....Marina Green (Crissy Field)	M	.....Bay St.
E	.....Marina Blvd.	N	.....Lombard St.
F	.....Mouth of the Golden Gate (S. F. Bay)	O	.....Van Ness Ave.
G	.....East Harbor	P	......Washington St
H	.....Fort Mason	Q	......Scott St.
I	......Ghiradelli Square		

Track 6

A	........San Francisco State University	K	........Lands' End
B	........Lake Merced	L	.........Palace of the Legion of Honor
C	........Water Treatment Plant	M	.......Lincoln Park
D	.........San Francisco Zoo	N	........Golden Gate Park
E	.........Pacific Ocean	O	........Dutch Windmill
F	.........Sutro Heights Park	P	........The Sunset District
G	.........Queen Wilhemina Tulip Garden	Q	........The Esplanade (Ocean Beach)
H	.........Cliff House	R	.......Harding Park and Municipal Golf Course
I	.........Old Sutro Baths		
J	.........Seal Rocks		

Created Player

Before you begin each race, the Select Player Screen will appear, displaying two options: **One Race** and **Create Player**.

ONE RACE

This option lets you race one single race without permanently saving any high scores on a Controller Pak. This is a good option to select if you just want to practice or just have some fun on the tracks. After you select this option, you'll go to the Select Track Screen (see TRACK SELECTION, pg. 11), then you'll select a car at the Select Car Screen (see CAR SELECTION, pg. 22).

CREATE PLAYER

With a Controller Pak inserted in your controller, you can enter your name and create a player. Scores and Circuit (see CIRCUIT, pg. 6) results will be saved to your name as you complete races, as well as your car selection and last track played.

When you create a player, the name will appear in the lower portion of the screen. To enter a name:

Press the **Control Pad Up**, **Down**, **Left** or **Right** to highlight a character, then press the **A Button** to select it. Repeat the process until the name is complete. Select **SPC** to add a space, **DEL** to delete a character and **END** to enter a completed name. You must then select that name each time you want to continue your Circuit race.

Modify the game's default Effects Volume, Music Volume and Music Track selection. Press the **Control Pad Up** or **Down** to highlight the option you want to change, then press **Left** or **Right** to make the change.

The Music Track option allows you to listen to a specific song as you drive. You can also select **Random** to randomly choose a song at the beginning of a race.

Passcodes

Following each completed Circuit Race, a passcode will be displayed if you don't have a Controller Pak inserted in your controller. Write it down and save it. If you start a new circuit, power down or reset your Nintendo 64, you may then use it to continue your previous Circuit Race.

To enter a saved passcode, select Circuit from the Main Menu. At the Circuit Screen, select **Enter Code**. You can then enter your passcode by pressing your **Control Pad Up**, **Down**, **Left** or **Right** to highlight a character. Repeat the process until the entire passcode is entered. Select **DEL** to back up and fix mistakes.

If your passcode is correctly entered, your game will be restored. If you enter an invalid code, you'll need to find your mistake and re-enter your password correctly.

There are eight available screamin' machines to choose from in San Francisco Rush. The Select Car Screen displays the current car selected, the current transmission and a nice driving demo of the selected car.

Press the **Control Pad Left** or **Right** to cycle through the available cars. As you highlight each car, the skill level of the car is displayed. Select a car that fits your style of racing. The car levels are **Beginner**, **Advanced**, **Expert** and **Extreme**.

Press the **Control Pad Up** or **Down** to change the color of your car.

THINGS TO REMEMBER...

1. The higher the skill level of a car, the harder it will be to keep on the road. You may want to select a Beginner car first to get used to the tracks, then work your way up to the faster, more extreme cars.

2. The car you select for your Circuit is the car you will use throughout the life of your Circuit, so be sure you select a car in which you can improve and continue to compete.

TRANSMISSION

After you've highlighted the car you want, you'll need to select a Transmission. Press the **Z Button** (controller trigger) to toggle the two options: **Automatic** and **Manual**. Automatic may be easier to drive with, but a Manual transmission will provide faster acceleration.

When you're all set, press the **A Button** to begin your race.

Time Elapsed

Tachometer

Time Remaining

Speedometer (MPH)

You may not want to take your eyes off the road very often, but you'll have to work that out. As you race, there's some important on-screen information to take a glance at now and then.

TIME ELAPSED

Your cumulative lap time is displayed as you race. When you pass a checkpoint, your checkpoint time is displayed in red.

SPEEDOMETER

Your current speed is displayed in Miles Per Hour or Kilometers Per Hour if **Metric** is turned on. Certain jumps and shortcuts are better negotiated at certain speeds. Make a note of your speed when you're successful with jumps and shortcuts. Then you can push the envelope a bit and increase your speed.

TIME REMAINING

The Time displayed at the top/right portion of the game screen counts down as you race. When this time runs down to 0, the race is over. Each time you pass a checkpoint, bonus time is added so you can make it to your next checkpoint. The amount of time added is based on the difficulty involved in moving from one checkpoint to the other. Your game's Difficulty setting also determines the amount of bonus time added. The harder the setting, the less bonus time you'll receive.

TACHOMETER

Your tachometer displays your car's RPM. It's displayed in three colors: Green (Safe), Yellow (Caution) and Red (Critical). You will only see the Tachometer when using a Manual Transmission.

Gearshift

RADAR Map

TRACK MAP

Place

Track Map

TRACK MAP
The Track Map is used to determine your track position, your opponents' positions, checkpoint positions and laps remaining.

A colored dot represents your position on the track. The color of the dot will match the color of your car. Checkpoints are represented as yellow dots at various positions on the track.

Drone opponents appear as white dots. In 2 Player mode, your opponent's color will match the color of his car. Your remaining laps are shown by a number located at the Finish Line. It will count down each time you pass. If you're on your final lap, a checkered flag will appear.

RADAR MAP
This display proves very useful as you race. It shows your opponent's position in relationship to yours. Opponents appear as white rectangles on the RADAR map. Your rectangle is the color of your car.

PLACE
As you race, your position is updated constantly. If your screen says 3 / 8, it means (third place) / (out of 8 opponents). Try to put a 1 up there.

GEARSHIFT
When your transmission is set to **Manual**, you can monitor the gear you're using by looking at this display.

CHECKPOINTS
Checkpoints are positioned at various positions on the track. You'll need to continually pass through checkpoints to finish the entire race. You receive bonus time whenever you pass a checkpoint.

If your time runs out just before you reach the checkpoint, hang in there. If you happen to coast through the checkpoint, your car will restart and continue. But you'd better really jam afterwards, because you'll still need to make it to the next checkpoint, and you may not have enough time if you restart from a crawl.

KEYS
You'll see these scattered throughout the track. Drive over them and collect them as you drive. (They cannot be collected in Practice mode). If you collect enough, you can use them to select a bonus car at the Select Car Screen for that track (see **CAR SELECTION**, pg. 22).

SHORTCUTS
As you drive keep an eye out for suspicious-looking fences, barriers and roads that seem to lead somewhere beyond your sight. A Ramp is a good indication that you've found something worth checking out. If you happen to see some cones positioned somewhere, mow 'em down and keep driving. Remember, a shortcut is only a shortcut if it's negotiated properly.

WRONG WAY
Occasionally during the race, you may take a wrong turn and find yourself heading in the wrong direction. If so, the words "Wrong Way" will flash on the screen. This initial warning will eventually move to the lower left corner, or, if you turn, it will be replaced by an arrow pointing to the correct way to go.

At any time during the race, press **START** to pause the game and view the Pause Options menu. Press **START** again to select **Continue** and resume the race. Press the **Control Pad Up** or **Down** to select an option, then press the **A Button** to select it.

OPTIONS

Make a limited number of changes to your game's settings during the race. Options such as Fog, Wind, Handicap and Rumble Pak may be changed, but options in grey lettering can't. See **SETUP OPTIONS**, pg. 7 for more details.

CONTROLS

You can modify your controller configuration the way you want, even during your race. See Configure Controls, pg. 10 for details.

AUDIO

Make changes to the audio settings. See **AUDIO**, pg. 21 for instructions on making changes to the Audio settings.

RESTART

If you find yourself falling too far behind, choose **Restart** to start the race over again.

QUIT

To totally give up on the current race, make this selection.

Easter Egg! - Tag! You're IT!

During the 3-2-1 countdown in 2 Player Practice Mode, press the **Top C Button** to access Tag Mode for a 5 minute period. Player 2 starts as "IT", indicated by an "IT" icon in the upper left portion of the screen. The "IT" player will always be sent to another part of the track to put some distance between the players. When a player crashes, he becomes "IT". Play Tag until the timer runs out, then the player with the least amount of time showing wins. Have Fun!

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From the Main Menu, select Records to view the Records Screen. With a Controller Pak inserted in the controller, you can select and view your accumulated statistics and records. If you do not have a Controller Pak, you can still view records and statistics, but they will not be saved after you power down or reset your Nintendo 64.

View Totals - Check out an accumulation of the **Fast Times**, **Best Laps** and **Statistics** of all players. When you power down or reset the console, data is lost for players without Controller Paks.

View Records For - When you create a player (see **CREATE PLAYER**, pg. 20), the name and controller pak slot will appear under this option. Select the name to view records and statistics for that player. When you select **Statistics**, press the **Control Pad Left** or **Right** to cycle the tracks and view any saved information for those particular tracks.

High Scores

If you manage to get around the tracks in record time, you can enter your name or initials into the record books. To do so:

Press the **Control Pad Up**, **Down**, **Left** or **Right** to highlight a character, then press the **A Button** to select it. Repeat the process, and select up to 12 characters.

Select **SPC** (space) to add a space between names or words. Select **DEL** (delete) to back up and fix mistakes. When you're finished, and everything looks good, select **END** to enter your name or initials.

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Credits

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